

Knowledge Organiser Netball Year 3 and Year 4

Netball is an invasion game. An invasion game is a game where two teams play against each other. You invade (enter) the other team's space to try to score goals.

About this Unit

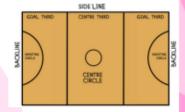
The positions:

- GS: Goal Shooter GA: Goal Attack
- WA: Wing Attack
- C: Centre
- · WD: Wing Defence
- · GD: Goal Defence

· GK: Goal Keeper

An official netball game is played on a court split into thirds with seven players on each team. Each player is allowed in certain areas of the court and has a different role.

The court:



deny space

defendina

stop goals

Invasion Games

Keu Principles

possession move the ball towards goal

attacking

score goals

create space

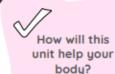
maintain

gain possession

Can you think of any other invasion games that share these principles?

 Make sure anu unused equipment is stored in a safe place.

If you enjoy this unit why not see if there is a netball club in uour local area.



agility, balance, co-ordination, speed, stamina

Sending & receiving:

Year 3: point your hands to your target when the ball accurately

Year 4: cushioning a ball will help you to control it when catching it.

Year 3: spreading out as a team will help to move the throwing to help to send defenders away from each

Year 4: moving into space will help your team keep possession and score goals.

Attacking and defending:

Year 3: as an attacker uou need to maintain possession and score goals. As a defender you need to stop the opposition and gain possession.

Attacking and defending:

Year 4: as an attacker shoot when close to goal or if there is a clear path. Pass when a teammate is free and in good space. As a defender mark a player to stop them from being an option. Try to intercept the ball as it is passed.

Ladder

Knowledge

- throw
- catch
- · change direction change speed
- shoot

Social communication, collaboration, support others

Emotional honesty and fair play, persevere, confidence

comprehension, decision making, recognition, identify, observe and provide feedback, select and apply

This unit will also help you to develop other important skills.

- . Footwork: first foot to touch the ground when receiving a ball is the landing foot. The landing foot must remain on the ground, the other foot may be moved in any direction, pivoting on the
- Held ball: a player has 4 seconds to pass or shoot.
- Contact: if a player contacts another player
- . Obstruction: defenders are allowed one jump to mark the ball and must be 1m from the ball carrier.

Free pass is awarded to the non-offending team if the footwork and held ball rules are broken. The offending player is not out of play.

A penalty pass or shot (if these rules are broken within the shooting circle) is awarded to the non-offending team if the obstruction or contact rules are broken. The offending plauer is out of plau and stands but he side of the player taking the pass/shot.

Using tactics will help your team to maintain possession and score goals or deny space, gain possession and stop goals.

Find more games that develop these skills in the Home Learning Active Families tab on www.getset4education.co.uk

Skills School

What you need: A ball



How to play:

Can you complete the following skills?

- · Pass the ball 10 times around your waist in one direction then 10 times in the other direction
- . Pass the ball in a figure of eight through your legs. 10 times in one direction, then 10 times in the other direction.
- · Pass the ball hand to hand. Can you do this above your head, then to one side of your body, then the other? Can you do this down low by your knees?
- . Start with the ball behind your back, throw it over your head and then catch it in front of your body.
- . Start with the ball in front of you, throw it over your head and catch it behind you.

. Use wide fingers and keep your eyes on the ball.

www.getset4education.co.ul







@getset4education136



accelerate: speed up

accurate: successful in reaching the intended

contact: a rule that states you cannot push or

bang another player decision: select an outcome

delay: to slow an object or player deny: to prevent an action happening

direction: forwards, backwards, sideways footwork: a rule which states you cannot move

your landing foot

intercept: to gain possession of the ball

other's space to score goals

obstruct: a rule which states that you are not allowed to put your arms up unless

you are 1m away option: possible choices

persevere: to continue trying pivot: allows you to turn your body to face

a new direction possession: to have

technique: the action used correctly tournament: a competition of more than two teams

invasion: a game of two teams who invade each umpire: a person who makes sure the rules are followed

